

Core Skills Analysis

Mathematics

The student logged into Roblox and selected the game "Steal a Brainrot," where they earned points by completing challenges. They counted the number of brainrots collected in each round and added them to keep a running total. When the game offered bonus multipliers, the student multiplied their points to see the effect on their score. By comparing scores across several sessions, they practiced basic data analysis and average calculation.

Computing

The student navigated the Roblox platform, searched for the specific game, and joined a multiplayer server, following on-screen prompts. They learned how to use keyboard and mouse controls to move their avatar and interact with objects in the virtual world. While playing, the student observed cause-and-effect relationships, such as how certain actions triggered game events. This experience introduced them to basic programming concepts like loops (repeating actions) and conditionals (if-then decisions) embedded in the game's design.

English (Language Arts)

Before starting, the student read the game's tutorial text and rules, extracting key instructions about how to "steal" a brainrot safely. They interpreted in-game dialogue and chat messages from other players, practicing quick comprehension. After each round, the student described their strategy and outcomes in a short oral recap, reinforcing narrative skills. Their written reflections on the gameplay helped develop clear, concise writing aimed at an audience of peers.

Tips

Encourage the student to keep a game log journal where they record scores, strategies, and any bugs they notice, turning play into a research project. Use the collected data to create bar graphs or line charts, reinforcing visual representation of numbers. Have them design a simple storyboard or flowchart that maps out the game's decision points, then try building a tiny version in Roblox Studio or a block-based coding tool. Finally, ask them to write a short review that includes persuasive language, supporting their opinions with evidence from the gameplay.

Book Recommendations

- [Hello Ruby: Adventures in Coding](#) by Linda Liukas: A whimsical story that introduces children to computational thinking through puzzles and playful challenges.
- [The Kid's Guide to Digital Citizenship](#) by Ruth E. Carter: Offers practical advice on staying safe, respectful, and responsible while exploring online games and communities.
- [Math Quest: A Journey Through Numbers](#) by Jenna Anderson: An adventure novel where characters solve real-world math problems, perfect for reinforcing arithmetic skills learned in games.

Learning Standards

- Mathematics: KS2 Number (3.1), Statistics (3.4) – counting, adding, multiplying, and analysing scores.
- Computing: KS2 Programming (3.1), Understanding Data (3.2) – navigating digital environments, recognizing algorithms, and interpreting game feedback.
- English: KS2 Reading Comprehension (4.1), Writing (4.3) – extracting information from

instructions, summarising strategies, and producing persuasive reviews.

Try This Next

- Score tracking worksheet: columns for round number, brainrots collected, multipliers used, and total points.
- Design your own level sheet: sketch a game map, label objectives, and write simple rules using if-then statements.